



LIS Soccer League Rules of Play

Law 1: The Field of Play

1. Dimensions:
 - a. Length 165 feet
 - b. Width 75 feet.

Law 2: The Ball

1. The listed home team must supply a suitable game ball
 - a. Adults & Youth Games U13 and older – Size 5
 - b. Youth Game U12 – Size 4
2. If the ball becomes defective play is stopped and resumed with a dropped ball

Law 3: The Players

1. Number of Players

- a. Each team will have a maximum of six players, one of whom will be a goalkeeper.
- b. Each team will have a minimum of FOUR players to start and continue a game, one of which will be a goalkeeper.
- c. If a team does not have four players to start a game or wishes to add a player that is not a current member of their team, the following rules apply:
 - i. The opposing team will decide if they want to accept a 3-0 forfeit win, or they can allow the opposition to add players, play out the game, and accept the result. This must be decided before the game starts, and the decision is final
 - ii. If a team short the required number of players or does not have any subs and wishes to recruit additional players from another team, they must first notify the referee and inform the opposing team. The opposing team will have the following choices:
 1. They may agree to allow the team to recruit additional players, but accept a 3-0 forfeit win
 2. They may agree to allow the team to recruit additional, and accept the result of the game
 3. They may not agree to allow additional players, and accept the result of the game
 4. Regardless of decision game will be officiated
- d. Once the goal differential becomes five, the trailing team may add one player until the difference becomes less than five. If the goal difference becomes 10 a second additional player is permitted. There will be no more than two additional players added.

2. Substitutions

- a. Unlimited Substitutions are permitted in the game and during play
 - i. The substitute player must not enter the field until the exiting player is within 3 feet of the player box door and not actively involved in play.
 - ii. Players must substitute enter and exit the field through the player box door. Players jumping over player's box wall can receive a blue card.
- b. Changing the goalkeeper
 - i. Any player may change places with the goalkeeper if:
 1. The referee is informed before the change is made



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2. The change is made during a stoppage in play

3. Team Rosters & Check

- a. All players must be rostered through BIS Registration System – Dash – with a photo, and a current annual membership to participate in BIS Adult Leagues and Youth Leagues.
- b. Rosters are limited to 23 players. Max 18 players checked in on the game-day roster.
- c. All players must check-in with the front desk prior to the game.
- d. Players arriving after the game has started must check-in and receive a “Late Player Check-in Card”. Late players must wait for a stoppage in play and may enter with the permission of the referee.
- e. Players are only eligible to play on one team per league per night. Goalkeepers are eligible to play on two teams per league per night.
- f. **Guest Players** - Teams are permitted to invite guest players to join their team. Guest players must register and pay for a temporary player pass.

Law 4: Players Equipment

1. Safety & Compulsory Equipment

- a. A player may not use equipment or wear anything that is dangerous
- b. All items of jewelry (necklaces, rings, bracelets, earrings, etc.), watches, activity trackers must be removed. Using tape to cover any of these items is not permitted.
- c. Players must wear a shirt, shorts/pants, and socks.
- d. **Shin guards Mandatory** – Shin guards must be made of a suitable material and be of an appropriate size to provide reasonable protection and be covered by the socks. Players are responsible for the size and suitability of their shin guards.
- e. Footwear
 - i. Adult Players - **NO CLEATS ALLOWED** - Flat-soled shoes or indoor turf shoes (minimum of 25 studs) will be accepted.
 - ii. Youth players may wear cleats, flat-soled shoes, or indoor turf shoes. No metal studs are allowed.

2. Colors

- a. The two teams must wear uniform colors that distinguish them from each other and the referee.
- b. Each goalkeeper must wear colors distinguishable from the other players and referee.

Law 5: The Referee

1. Authority and Decisions of the Referee

- a. Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.
- b. Decisions will be made to the best of the referee’s ability according to the Laws of the Game and the ‘spirit of the game’ and will be based on the opinion of the referee, who has the discretion to take appropriate action within the framework of the Laws of the Game.
- c. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. The decisions of the referee, and all other match officials, must always be respected.

2. Power and Duties



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- a. The referee:
- enforces the Laws of the Game
 - controls the match in cooperation with the other match officials
 - acts as timekeeper, keeps a record of the match and provides the appropriate authorities with a match report, including information on disciplinary action and any other incidents that occurred before, during or after the match
 - supervises and/or indicates the restart of play
 - Files incident reports for any send offs, injuries, mass confrontations and fights with a referee's game report after the game.
 - Advantage - allows play to continue when an offence occurs and the non-offending team will benefit from the advantage, and penalizes the offence if the anticipated advantage does not ensue at that time or within a few seconds
 - punishes the more serious offence, in terms of sanction, restart, physical severity and tactical impact, when more than one offence occurs at the same time
 - takes disciplinary action against players guilty of cautionable and sending-off offences
 - has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including penalties (penalty shoot-out)). If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match (see Law 3.6); the referee will report any other misconduct
 - has the power to show yellow or red cards and, where competition rules permit, temporarily dismiss a player, from entering the field of play at the start of the match until after the match has ended, including during the half-time interval, extra time and penalties (penalty shoot-out)
 - allows play to continue until the ball is out of play if a player is only slightly injured
 - stops play if a player is seriously injured and ensures that the player is removed from the field of play. An injured player may not be treated on the field of play. If play is stopped or the restart of play is delayed due to an injured player, the player must leave the field and be substituted, or the player may re-enter after play has restarted. Exceptions to the requirement to leave the field of play are only when:
 - a goalkeeper is injured
 - a goalkeeper and an outfield player have collided and need attention
 - players from the same team have collided and need attention
 - a player is injured as the result of a physical offence for which the opponent is cautioned or sent off (e.g. reckless or serious foul challenge), if the assessment/treatment is completed quickly
 - a penalty kick has been awarded and the injured player will be the kicker



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- ensures that any player bleeding leaves the field of play. The player may only re-enter on receiving a signal from the referee, who must be satisfied that the bleeding has stopped and there is no blood on the equipment
- if play has not been stopped for another reason, or if an injury suffered by a player is not the result of an offence, play is restarted with a dropped ball
- stops, suspends or abandons the match because of outside interference interrupts play
- allows no unauthorized persons to enter the field of play

Law 6: Other Match Officials

1. LIS Competition Committee

- a. The LIS Competition Committee will review video replay footage of any serious incidents including send offs.

Law 7: Duration of the Match

1. Periods of Play

- a. Adult matches last for two equal halves of 22 minutes.
- b. Youth matches last for two equal halves of 20 minutes.

2. Halftime

- a. Players are entitled to a short drink break at half-time which should not exceed one minute.
- b. If games are more than 10 minutes behind schedule, LIS can skip the half-time break and play one period of 44 minutes for adults. or 40 minutes for youth games. Provided:
 - i. Both teams have a minimum of one substitute player
 - ii. Both teams are informed of the decision prior to kickoff

3. The Clock

- a. The clock will run continuously through the game and will only be stopped for the following scenarios:
 - i. Severe injury – The injured player(s) must be replaced
 - ii. Within the final two minutes of the first and second half, the referee may stop and restart the clock if a team or player is deemed, in the referee's judgment, to be detrimentally affecting the outcome of the game. Through delaying the restart in any way

4. Penalty Kick

- a. If a penalty kick must be taken or retaken after the time has expired, the half is extended. The game will imminently end after:
 - i. A goal is scored
 - ii. The ball stops moving
 - iii. Goes out of bounds
 - iv. Is touched by any player other than the defending goalkeeper

5. Abandoned Match

- a. Any abandoned match may be replayed if determined necessary after review of the LIS Competition Committee



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Law 8: The Start & Restart of Play

1. Kick-off Procedure

- a. The home team will kick off in the first half.
- b. Teams will change sides in the second half, and the away team will kick off
- c. After a team scores a goal, the kick-off is taken by their opponents
- d. All players, except the player taking the kick-off, must be in their own half of the field of play
- e. The opponents must be at least 10ft from the ball until it is in play.
- f. The ball must be stationary on the center mark
- g. The referee must signal to kick-off
- h. The ball is in play when it's kicked and clearly moves
- i. Goals can be scored directly from a kick-off

2. Restarts of play

- a. All free kicks, kick-ins, goal kicks, and corner kicks are direct free kicks.
- b. A dropped ball is the restart when the referee stops play and the Law does not require one of the above restarts

Law 9: The Ball Out of Play

1. The ball is out of play when:

- a. The whole ball crosses the perimeter arena wall or contacts the safety netting above the arena wall. A direct free kick shall be awarded to the opposing team from the touchline at a point closest to where the ball left play. The ball shall be placed no more than three feet from the wall when restarting play.
- b. The ball contacts the ceiling netting or divider curtain. A direct free kick will be awarded to the opposing team directly below where the ball contacted the netting. If the ball goes out of play over the penalty area the opponent will take a goal kick or corner kick.
- c. Play has been stopped by the referee
- d. The ball touches the match referee and:
 - i. A team starts a promising attack
 - ii. The ball goes directly into the goal or
 - iii. The team in possession of the ball changes
 - iv. In all these situations, play is restarted with a dropped ball

2. Three-Line Violation

- a. When the ball is played across three lines in the air towards an opponent's goal, without being touched by another player or touching the perimeter wall. A direct free kick is awarded to the opposing team in the middle of the first white line the ball crossed.

Law 10: Determining the Outcome of a Match

1. Goal Scored

- a. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no offense has been committed by the team scoring the goal.
- b. If the goalkeeper throws the ball directly into the opponent's goal, a goal kick is awarded.



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2. Winning team

- a. The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals, the match is drawn.
- b. If the competition rules require a winning team after a drawn match, the procedure is:
 - i. One five-minute period of extra time with no golden goal
 - ii. If the match is still drawn after extra time, penalty shoot-out

3. Penalties Procedure

- a. The winner will be determined by a best of five kicks from the penalty mark.
- b. The referee tosses a coin, and the team that wins the toss decides whether to take the first or second kick
- c. All rostered players are eligible to participate in the kicks from the mark.
- d. If one team has a greater number of players than its opponent, it must reduce the number of eligible players to match the same number of its opponent's players.
- e. The kicks are taken alternately by the teams.
- f. Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick.
- g. If, after both teams have taken five kicks, the scores are level, kicks continue until one team has scored a goal more than the other from the same number of kicks.
- h. For coed competitions, the teams must alternate kickers between male and female players.

Law 11: Offside

1. It is not an offense to be in an offside position or to play a ball from an offside position in the indoor soccer leagues.

Law 12: Fouls & Misconducts

Direct free kicks and penalty kicks can only be awarded for offenses committed when the ball is in play.

1. Direct Free Kicks

- a. A direct free kick is awarded if a player commits any of the following offenses against an opponent in a manner considered by the referee to be careless, reckless, or using excessive force:
 - i. Charges
 - ii. Jumps at
 - iii. Kicks or attempts to kick
 - iv. Pushes
 - v. Strikes or attempts to strike (including head-butt)
 - vi. Tackles or challenges
 - vii. Trips or attempts to trip
 - viii. A handball offence (except for the goalkeeper within their penalty area)
 - ix. Holds an opponent
 - x. Impedes an opponent with or without contact
 - xi. Bites or spits at a player or official
 - xii. Throws an object at the ball, an opponent or match official, or contacts the ball with a held object



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- xiii. Plays in a dangerous manner
- xiv. Sliding (knee touching the turf while playing the ball or challenging for the ball) except the goalkeeper in within their penalty area
- xv. Is guilty of dissent, using offensive, insulting or abusive language and or actions
- xvi. Prevents the goalkeeper from releasing the ball from their hands.
- xvii. Initiates a deliberate trick for the ball to be passed to the goalkeeper with head, chest, knee etc. to circumvent the law.
- xviii. Commits any other offense for which play is stopped to caution or send off a player.

2. Goalkeeper Infractions

- a. A direct free kick will be awarded to the opposing team at the top of the penalty area if goalkeeper commits the following offenses:
 - i. Once a goalkeeper has gained control of the ball with his/her hands, he/she must release the ball into play within 6 seconds.
 - ii. Touches the ball with the hand/arm after releasing it and before it has touched another player.
 - iii. Touches the ball with hand/arm after it has been deliberately kicked to the goalkeeper by a teammate.
 - iv. Touches the ball with hand/arm after they have brought the ball into the penalty area. Including touches from the chest, head, knee, etc.
- b. A direct free kick will be awarded at the spot of the foul if the goalkeeper slides outside of the penalty area. If the slide starts in the penalty area and continues outside of the penalty area a foul will be awarded against the goalkeeper if he impedes active play.
- c. If the goalkeeper receives a two-minute penalty (blue card), the goalkeeper does not need to leave the field. The team will play down one player until the penalty is completed.
- d. If the goalkeeper receives a yellow card, they must leave the field for the four-minute penalty. The team must have an alternate goalkeeper during the penalty
- e. If the goalkeeper receives a red card, they must leave the facility, and the team will play down one player for the five-minute penalty. The team must have an alternate goalkeeper for the rest of the match.

3. Misconduct

Misconducts fall into three categories – Caution (Blue Card), Caution (Yellow Card), and Send-Off (Red Card). All misconducts result in a time penalty that the player (or team) must sit out. Blue Cards – 2 Minutes, Yellow Cards – 4 minutes, and Red Cards – 5 Minutes.

- a. Caution (Blue Card) Offenses
 - i. Delaying the restart of play
 - ii. Entering the field of play without referee's permission
 - iii. Use of illegal equipment
 - iv. failing to respect the required distance when play is restarted with a dropped ball, kick in, free kick.
 - v. Jumping over the player bench wall
 - vi. Dissent by word or action
 - vii. Too many players on the field



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- viii. Unsporting behavior:
 - Attempts to deceive the referee (simulation)
 - Commits a direct free kick offence in a reckless manner
 - Commits a direct free kick offence near the boundary wall.
 - Changes place with goalkeeper without permission of the referee
 - Handles the ball or deliberately fouls an opponent to stop a promising attack
 - Handles the ball in attempt to score a goal
 - Initiates a deliberate trick for the ball to be passed to the goalkeeper with head, chest, knee etc. to circumvent the law.
 - verbally distracts an opponent during play or at a restart
 - shows lack of respect for the game
 - plays the ball when leaving the field of play
 - b. Caution (Yellow Card) Offenses
 - i. Persistent offences
 - ii. Public display of dissent by word or action
 - iii. Denies an opponent an obvious goal-scoring opportunity by committing an offence which was an attempt to play the ball or a challenge for the ball
 - iv. Unsporting Behavior
 - v. Commits reckless foul near the boundary wall
 - vi. Spitting, chewing gum, or chewing tobacco
 - vii. Receives second blue card
 - c. Send-Off (Red Card) Offenses
 - i. Commits serious foul play
 - ii. Commits violent conduct
 - iii. Biting or spitting at someone
 - iv. Denies an obvious goal scoring opportunity by committing an intentional foul or deliberate handball
 - v. Using offensive, insulting or abusive language and/or action(s)
 - vi. Second Caution (or three blue cards)
 - d. Foul accumulation rule
 - i. 6 foul rule: If a team commits 6 fouls, a blue card will be issued to that team. A member of the team will be required to serve the two-minute penalty. Any player may serve the penalty, and the penalized team is eligible to return to full strength if a goal is conceded.
 - ii. If a team commits an additional 6 fouls, another blue card will be issued with the same penalties stated above.
 - iii. The 6 fouls count will reset at half time.
 - iv. 15 total fouls rule: If a team commits 15 total fouls in one game, the match will be abandoned. The team that committed the 15 fouls will be given a 3-0 forfeit loss regardless of the games score at the time of abandonment.
4. **Time Penalties** – Teams will play down a player based on the descriptions below.
- a. Blue Card – 2-minute Penalty
 - i. Player may return and team may return to full strength when the full two minutes have expired or a goal is scored, whichever is sooner.
 - b. Yellow Card – 4-minute Penalty
 - i. Player may return and team may return to full strength when the full four minutes have expired regardless of goals scored.



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- c. Red Card – 5 minute Penalty
 - i. The team may return to full strength when the full five minutes have expired regardless of goals scored.
 - ii. Player, Manager or Coach sent off must leave the facility in a timely manner.
- d. The penalties will be served by a player for any team manager or coach receiving the misconduct.

5. Send-Off Penalties

- a. Any player(s) red carded will be reviewed by the LIS Competition Committee. The committee will decide on the penalty and/or suspension. Listed below are the minimum fine and suspensions. Fines will need to be paid in full before the team's next game.
 - i. S1 – Serious Foul Play | \$75 – 2 game ban
 - ii. S2 – Violent Conduct | \$100 – 3 game ban
 - iii. S3 – Spitting at opponent or another person | \$100 – 3 game ban
 - iv. S4 – Denying obvious goal scoring opportunity – Handling | \$50 – 1 game ban
 - v. S5 – Denying an obvious goal scoring opportunity – Foul | \$50 – 1 game ban
 - vi. S6 – Offensive/abusive language | \$50 – 1 game ban
 - vii. S7 – Second Caution (or three blue cards) | \$50 – 1 game ban
- b. Unpaid fines may be assumed by team
- c. *All fines are donated to the LIS scholarship fund to help underrepresented communities play soccer in Longmont. Any fines must be paid prior to the final game of the suspension. Teams will assume any outstanding red card fines.*

6. Additional Rules & Misconducts

- a. Fighting
 - i. Any player or team that fights before, during, or after the game may be expelled from the league and will lose their registration fees.
- b. Mass Confrontation
 - i. Any player involved in a mass confrontation may be suspended for a minimum of one game.
- c. Leaving the Bench
 - i. Any player leaving the player's bench to confront the referee or another player can be sent off. If more than two players leave the bench for any confrontation or altercation the match can be abandoned and the team(s) will be fined and suspended accordingly.
- d. Spectators
 - i. Teams are responsible for the actions of their spectators and supporters. Spectators are not permitted to enter the field at any time. If a spectator becomes involved in a mass confrontation or an altercation on the field, they can be banned from the facility. Teams will be responsible for paying fines and serving suspensions due to their spectators' misbehavior.
- e. Video Review
 - i. LIS Competition Committee can review game video for additional disciplinary actions due to mass confrontations, bench clearing altercations, fights and misconducts. Any additional sanctions decided by the competition committee are final.



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Law 13: Free Kick

1. All free kicks are direct and taken from the place where the offence occurred, except:
 - a. Goalkeeper infractions in describe in Law XI section 5.
 - b. Three-line violations
2. The ball
 - a. must be stationary and the kicker must not touch the ball again until it has touched another player
 - b. is in play when it is kicked and clearly moves
3. Until the ball is in play, all opponents must remain:
 - a. at least 10ft from the ball, unless they are on their own goal line between the goalposts
 - b. outside the penalty area for free kicks inside the opponents' penalty area
4. Where two or more defending team players form a 'wall', all attacking team players must remain at least 1 m (1 yd) from the 'wall' until the ball is in play.
5. A free kick can be taken by lifting the ball with a foot or both feet simultaneously.
6. Feinting to take a free kick to confuse opponents is permitted as part of football.
7. If a player, while correctly taking a free kick, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referee allows play to continue.
8. If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than 10 ft from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

Law 14: Penalty Kick

1. All fouls in the penalty area will result in a penalty kick being awarded to the other team.
2. Any misconduct will be at the discretion of the referee for all fouls in the penalty area
3. Procedure:
 - The ball must be stationary, with part of the ball touching or overhanging the center of the penalty mark and the goalposts, crossbar and goal net must not be moving.
 - The player taking the penalty kick must be clearly identified.
 - The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts, until the ball is kicked. The goalkeeper must not behave in a way that unfairly distracts the kicker, e.g. delay the taking of the kick or touch the goalposts, crossbar or goal net.
 - The players other than the kicker and goalkeeper must be behind the attacking teams third line and provide adequate space for the kickers run-up.
 - After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken.
 - The player taking the penalty kick must kick the ball forward; backheeling is permitted provided the ball moves forward.
 - When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, in line with, or behind, the goal line.



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- The ball is in play when it is kicked and clearly moves.
- The kicker must not play the ball again until it has touched another player.
- The penalty kick is completed when the ball stops moving, goes out of play, or the referee stops play for any offence.
- Additional time is allowed for a penalty kick to be taken and completed at the end of each half of the match or extra time. When additional time is allowed, the penalty kick is completed when, after the kick has been taken, the ball stops moving, goes out of play, is played by any player (including the kicker) other than the defending goalkeeper, or the referee stops play for an offence by the kicker or the kicker's team. If a defending team player (including the goalkeeper) commits an offence and the penalty is missed/saved, the penalty is retaken.

Law 15: Kick-In

1. The whole ball crosses the perimeter arena wall or contacts the safety netting above the arena wall. A direct free kick shall be awarded to the opposing team from the touchline at a point closest to where the ball left play. The ball shall be placed no more than three feet from the wall when restarting play.
2. The ball contacts the ceiling netting or divider curtain. A direct free kick will be awarded to the opposing team directly below where the ball contacted the netting. If the ball goes out of play over the penalty area, the opponent will take a goal kick or corner kick.

Law 16: Goal Kick

1. When the whole of the ball passes over the end perimeter wall or hits the safety netting between the corner marks, having last been touched by the attacking team.
2. If the ball goes out of play by touching the netting above the penalty area last touched by the attacking team.
3. Procedure:
 - a. The ball must be stationary and is kicked from any point within the penalty area by a player of the defending team
 - b. The ball is in play when it is kicked and clearly moves
 - c. Opponents must be outside the penalty area until the ball is in play

Law 17: Corner Kick

1. When the whole of the ball passes over the end perimeter wall or hits the safety netting between the corner marks, having last been touched by the defending team.
2. If the ball goes out of play by touching the netting above the penalty area last touched by the defending team.
3. Procedure:
 - a. The ball must be stationary and is kicked from the corner spot nearest where the ball went out of play by the attacking team
 - b. The ball is in play when it is kicked and clearly moves
 - c. Opponents must remain at least 10ft from the corner spot until the ball is in play



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Additional Adult League Rules

1. All players must be at least 18 years of age.
2. Players arriving after a game has already started must get the referees permission to enter the field and may only do so during a stoppage of play. Any player who enters the field without being signaled by the referee or enters the field while the ball is in play, will be issued a blue card.
3. Absolutely no alcohol is allowed on the field or player benches.
4. Any players that appear intoxicated or impaired may not be permitted to play either by the referee or management.

Additional Adult Coed League Rules

1. All players must be at least 18 years of age.
2. Teams are always comprised of 2 women on the field. A female goalkeeper counts as a one of the two females. Teams may play the game short of 2 female players. For example, a team with only one female can play with four players on the field and not forfeit the game. Teams need a minimum of one female to play.
3. If only 1 female player is fielded and is issued a blue or yellow card penalty, a male must serve her penalty. If the female player is issued a red card, their team will forfeit the game.
4. All bench penalties must be served by a male player

Additional Men's 35+ League Rules

1. All players must be at least 35 years of age or turn 35 years during the current session.

Additional Men's 40+ League Rules

1. All players must be at least 40 years of age or turn 40 years during the current session.
 - a. Teams are permitted to have 2 active designated players over the age of 35.
2. All 40+ games will be played 7v7-6 outfield players and 1 goalkeeper.
3. Once the goal differential reaches five, the winning team must remove one player from the field of play, until the difference becomes less than five.

Forfeits:

If a team forfeits a game, the forfeiting team will be required to pay a \$50 fine before their next game. The forfeiting team will be ineligible to play in any following games until the fine is paid in full. This \$50 forfeit fine will then be credited to the opposing team in the form of a Tab in the Upper90 Bar & Café. The Forfeit Tab can be used for anything sold in the bar including food and nonalcoholic drinks. Forfeit Fine Bar tabs will expire at the end of the current season.

LIS will attempt to reschedule any game if the following criteria are met:

Rescheduling Games:



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- Teams will be permitted to reschedule one game per session within five days of the schedules being released.
- Any additional rescheduling requests, or requests received after the five days will incur a \$25 fee.
- Rescheduled games will be set by LIS. Any date/time conflicts will need to be submitted at the time of request.
- The rescheduling fee is due at the time of request.
- LIS must be notified of the cancellation by 4 PM the day prior to a weekday game and by 4 PM on the Friday prior to a weekend game.
- The opposing team can refuse any rescheduled game after the opening five-day period. If the opposing team chooses to take the forfeit (3-0 win) and not reschedule, any forfeit fines will be waived.
- Reschedules are not permitted in the Winter I and Winter II Session after the five-day schedule release window closes.

LIS does not guarantee any make-up game availability outside of the five-day reschedule window.

Match Protest:

Match protests will be heard only if your reason for protesting the game is materially impacted due to a misapplication of the LIS Laws of the Game. A successful protest may result in a game forfeit, fines, or the replay of part or the entire game

Protests must be submitted in writing within 48 hours of the game. There is a \$100 fee to file a protest. Protests will not be considered until the fee is paid.

Whether your protest is successful or not successful, reimbursement is at the discretion of the LIS Competition Committee.

League Table & Standings:

The League standings will be decided by total points. Teams will be awarded three points for a win, and one point for a tie. The tie breakers are:

1. Goal Differential
2. Wins
3. Goals For
4. Head-to-head
5. Coin Toss

Promotion & Relegation:

Adult Leagues with multiple divisions playing on the same day (i.e. Tuesday Coed A & B) will play with promotion and relegation. At the end of each session the last place team from the higher division will be relegated to the lower division. The champion of the lower division will be promoted to the higher division. Leagues may also be reseeded at LIS discretion.